

**Listing of the Claims:**

The following is a complete listing of all the claims in the application, with an indication of the status of each:

1        1 (Currently Amended). A computer implemented method of visual  
2        representation of programming objects as graphical elements, wherein  
3        programming program properties of said programming objects are  
4        reflected through graphical properties of graphical elements, the method  
5        comprising the steps of:  
6                detecting a change in a state program property of a data element  
7        ~~representing a~~ programming object in visual representation and shown  
8        visually on a display device as one or more graphical elements, wherein  
9        ~~the data element represents a~~ graphical elements represent the  
10       ~~programming object as graphical elements~~ and programming program  
11       properties of programming objects are reflected through graphical element  
12       properties;  
13                determining graphical aspect changes that apply to graphical  
14       elements of the programming object appropriate for the change in state a  
15       program property of the programming object; and  
16                applying the graphical aspect changes to corresponding graphical  
17       elements, wherein the graphical aspect changes include changes in color,  
18       position and size.

1        2 (Previously presented). A computer implemented method as recited in  
2        claim 1, wherein determining graphical aspect changes further comprises  
3        the steps of:  
4                traversing a list of graphical aspect references to acquire a graphic  
5        aspect for the data element, wherein there is a many-to-one relationship  
6        between graphical aspect references and a graphic aspect; and  
7                for each graphic aspect referenced by the list of graphical aspect  
8        references, determining whether the graphic aspect applies to the change in

9 state.

1 3 (Original). A computer implemented method as recited in claim 1,  
2 wherein the visual representation of a first programming object may  
3 include other visual representations corresponding to at least one  
4 additional programming object logically contained within the first  
5 programming object.

1 4 (Original). A computer implemented method as recited in claim 1,  
2 wherein more than one visual representation is defined for a programming  
3 object.

1 5 (Original). A computer implemented method as recited in claim 4,  
2 wherein any of the more than one visual representation may be used for the  
3 programming object.

1 6 (Original). A computer implemented method as recited in claim 1,  
2 wherein the visual representation for a superclass of a programming object  
3 is used as the visual representation for a subclass programming object.

1 7 (Original). A computer implemented method as recited in claim 6,  
2 wherein a visual representation of a superclass of the programming object  
3 is used as a visual representation for a subclass of the programming object.

1 8 (Currently Amended). An apparatus for visual representation of  
2 programming objects as graphical elements comprising:  
3 a data processing system comprising a display device, an  
4 interactive device, as in a keyboard, a pointing device, a storage device,  
5 and a data processor;  
6 memory coupled to the data processor via a bidirectional bus,  
7 wherein the memory includes a first memory section for at least one

8 program and a second memory section for data;  
9 computer code comprising a visual programming language,  
10 wherein the computer code is stored in the first memory section, and the  
11 computer code detects ~~changes~~ a change in state information  
12 ~~corresponding to a data element that is a visual representation a program~~  
13 property of a programming object, determines graphical aspect changes  
14 that apply to graphical elements which represent the programming object,  
15 and applies ~~graphic aspects~~ graphical aspect changes to said visual  
16 representation of said programming object which represents the ~~state~~  
17 change of the program property of the programming object; and  
18 means for displaying ~~the a~~ visual representation of a plurality of  
19 ~~data graphical~~ elements on the display device, wherein displayed graphical  
20 elements represent programming objects and program properties of  
21 programming objects are reflected through displayed graphical element  
22 properties.

1 9 (Currently Amended). A machine readable medium containing code for  
2 visual representation of programming objects as graphical elements,  
3 wherein ~~programming program~~ properties of said programming objects are  
4 reflected through graphical properties of graphical elements, the code  
5 implementing the steps of:  
6 detecting a change in a ~~state~~ program property of a ~~data element~~  
7 ~~representing~~ a programming object in visual representation and shown  
8 visually on a display device as one or more graphical elements, wherein  
9 ~~the data element represents a~~ graphical elements represent the  
10 ~~programming object as graphical elements and programming program~~  
11 properties of programming objects are reflected through graphical element  
12 properties;  
13 determining graphical aspect changes that apply to graphical  
14 elements of the programming object appropriate for the change in ~~state a~~  
15 program property of the programming object; and

16                    applying the graphical aspect changes to corresponding graphical  
17                    elements, wherein the graphical aspect changes include changes in color,  
18                    position and size.